

# MEDIEVAL FORGE

In “Prefabs” folder you’ll find 52 ready-made prefabs and all you need to do is to drag and drop them on the scene.

## ***ADDING A PATTERN AND COLORS FOR VARANGIAN SHIELD***

To add your own patterns and colors you should open “Tex\_FantasyWeapons\_vol3\_pattern02\_blueOrange\_LOD0\_A.tga” file for editing in a graphic editor. There you can add your own pattern to the clear shield. Do not forget to do the same for the LOD1-texture: “Tex\_FantasyWeapons\_vol3\_pattern02\_blueOrange\_LOD1\_A.tga”

And when you create a new prefab for your own texture you’ll have to use the “Mod\_varangianShield\_color02\_LODs.fbx” model from “Models” folder.

## ***ADDING A PATTERN AND COLORS FOR ROUND SHIELD***

To add your own patterns and colors you should open “Tex\_FantasyWeapons\_vol1\_pattern03\_blueOrange\_LOD0\_A” file for editing in a graphic editor. There you can add your own pattern to the clear shield. Do not forget to do the same for the LOD1-texture: “Tex\_FantasyWeapons\_vol1\_pattern03\_blueOrange\_LOD1\_A”

And when you create a new prefab for your own texture you’ll have to use the “round-Shield\_color01\_LODs.fbx” model from “Models” folder.

## ***COALS COLOR SHADE CHANGING***

There are two scripts on the furnace prefab to slightly change the color shade of the coals. For work properly, the parameter "Emission Color" must be assigned the same color, and all parameters must have the same values.

Also you will find a script for manage the furnace light flickering.

